Mechanical Monster

Kit contains:

- Clear plastic cup
- Styrofoam ball
- Wooden skewer, halved
- Cardboard circle
- Bottle cap
- 3 Mini rubber bands
- Paper clip
- Straw piece
- Decorating supplies

You will need: scissors, glue, and tape.

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INSTRUCTIONS

Step 1. Stick the straw through the hole in the middle of the cup.

Step 2. Poke the pointy skewer through the cardboard circle. It should be a tight fit! Wrap a rubber band below the circle to keep it in place. Thread it through the straw, pointy end up.

Step 3. Thread the non-pointy skewer through one side hole in the cup. Poke the skewer through EITHER hole in the bottle cap. Then thread the skewer out through the other side of the cup. The bottle cap should touch the bottom side of the cardboard circle. Rubber band the skewer in place.

Step 4. Use the decorating supplies (colored paper, googly eyes, and feathers) to turn the foam ball into a monster.

Step 5. Jam your monster onto the point of the skewer. Bend the paper clip into shape of a crank. Tape to the end of the horizontal skewer.

Turn the crank and see what happens! How does your monster move?

WAIT A MINUTE! There was another hole in that bottle cap! Return to Step 3 and rebuild your mechanical monster on the other bottle cap setting. How does your monster move now?

STEM IN HISTORY

An **automaton** is a life-like machine that is relatively self-operating after put in motion. Automatons (or automata) have been created by inventors for thousands of years.

This picture shows an automaton known as the draftsman-writer, built by Henry Maillardet circa 1800. This robot child was programmed to draw pictures and write poems.

Is your mechanical monster an automaton or just a gear-powered toy? You decide.